



Barbarian 1

CLASS & LEVEL

Lightfoot Halfling

RACE/ANCESTRY/HERITAGE

Outlander

BACKGROUND

STR  
+2  
15

+2 PROFICIENCY  
BONUS

#### SAVING THROWS

+4 Strength Saves \*  
+2 Dexterity Saves  
+4 Constitution Saves \*  
-1 Intelligence Saves  
+1 Wisdom Saves  
+0 Charisma Saves

DEX  
+2  
15

CON  
+2  
14

INT  
-1  
8

WIS  
+1  
12

CHA  
+0  
11

11 PASSIVE WISDOM  
(PERCEPTION)

ARMOR  
CLASS  
(AC)

INITIATIVE

14

+2

25 ft.

SPEED

Armor Worn: none (Unarmored Defense)

HIT POINTS

14

HIT DICE

1d12

DEATH SAVES: Success O O O Fail O O O

#### WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

**Battleaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d8+2 slashing damage. (If used two-handed in melee, does 1d10+2 damage.)

**Handaxe.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 slashing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

**Javelin.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 1d6+2 piercing damage. (If thrown, normal range to 30 ft.; disadvantage long range 31 to 120 ft.)

#### MAGIC, FEATS & SPECIAL ATTACKS

**Rage.** Lasts 1 minute (10 rounds), or until unconscious, haven't attacked or been hit.

#### Outlander Background [PHB p. 136]

- **Feature:** Wanderer.
- **Traits:** Wears necklace of fanged teeth. Spent year trapped in the Feywild.
- **Ideal:** Only take from nature what you need.
- **Bond:** Values animals as people.
- **Flaw:** Ignorant of city manners.

#### PROFICIENCIES & LANGUAGE

**Armor:** light armor, medium armor, shields  
**Weapons:** simple weapons, martial weapons

**Saving Throws:** Strength, Constitution

**Languages:** Common, Giant, Halfling

#### RACE

#### Lightfoot Halfling Traits [PHB p. 26]

- Creature Type: Humanoid
- Age: 22 years old
- Small Size (3' 3", 43 lbs.)
- Brave (adv. fear saves)
- Halfling Nimbleness (through occupied spaces)
- Lucky (reroll 1s on d20s)
- Naturally Stealthy (hide behind others)

#### CLASS

#### Barbarian Class Features [PHB p. 46]

- Rage (2/day)
- Unarmored Defense (AC)

#### BARBARIAN RAGE

#### Rage Effects [PHB p. 48]

- Advantage on STR checks and saves
- +2 bonus on STR-based melee damage
- Resistance (half damage) from bludgeoning, piercing and slashing damage.

#### EQUIPMENT & TREASURE

**Carried Gear [PHB, p. 143]:** battleaxe, two (2) handaxes, five (5) javelins, explorer's pack (backpack, a bedroll, a mess kit, a tinderbox, 10 torches, 10 days' rations, waterskin, 50 feet of hempen rope on the side), belt pouch, set of traveler's clothes, hunting trap, a staff, trophy from a slain animal. (This load is about 106 lbs.; add 1 lb. per 50 coins carried.)

**Coins & Gems:** 2 gold pieces (gp); 80 silver pieces (sp); 11 copper pieces (cp); 3 gems (worth 10 gp each)